

ABSTRACT

Within a game, a filter is applied to a game inventory based on an attribute of each one of a plurality of virtual items. The filter can be player defined, game developer defined, system programmer defined, or a combination thereof. In certain versions, the virtual items that satisfy the query provided by the filter are displayed to the player. The player can thereupon access any one of the virtual items that are represented by the icons that satisfy the filtering query. In one version, the attributes of the virtual items can be changed using the filtering game inventory system.